



FIG. 2

Define size and location of region of interest as	0
part of source image	
Calculate the scale of conversion in x- and y-	1
direction	•
<u> </u>	
Calculate number of rows of pixels of destination	
image according to scale of conversion required in \subset 30.	2
y-direction	
Calculate number of pixels contained in a row of	
pixels of destination image according to scale of \(-30\)	3
conversion required in x-direction	
Calculate x,y coordinates of the virtual starting	
point of destination pixels for each frame	4
Calculate virtual location of first destination pixel	
of new row in x-direction and interpolate new color values of said destination nirel from negrest	5
cotor butues of sutur destribution prizet from nearest	J
source pixels located on nearest row in y-	
direction of source pixels	
Calculate virtual position of next destination pixel	
in x-direction according to scale factor and	
interpolate new color values of said destination \(\sum_{30} \)	6
pixel value from nearest source pixels located on	
nearest row in y-direction of source pixels	
$\uparrow \qquad \qquad$	
No destination pixel in x-direction 307	
reached?	
↓ Yes	
Yes Last parties ninels in 11	
row of destination pixels in y-308 direction reached	
attection reacted?	
ŢNo	
V Calculate virtual location of next y-row according 30	^
to scale factor in y-direction	9
Display zoomed region of	
interest in destination image -310 $FIG.$ 3	